

433-440 Advanced Software Engineering Project

Credit Points:	25.00
Level:	4 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Year Long, - Taught on campus.
Time Commitment:	Contact Hours: Twenty-four 1-hour tutorials and twenty-four 2-hour workshops. Students will be expected to spend up to 12 hours per week on the project Total Time Commitment: 240 hours
Prerequisites:	433-340 Software Engineering Project A and 433-344 Software Engineering Project B (2005), or 433-340 Software Engineering Project prior to 2005
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	433-440 Advanced Software Project
Core Participation Requirements:	<p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p>
Coordinator:	Dr Shanika Karunasekera
Subject Overview:	Developing real-world software on time and under budget is a challenging task. Students will work in a team to solve a practical problem, applying sound engineering principles to the formulation and solution of their problem. Students will engage in the full software engineering life cycle from requirements engineering through to delivery, to develop a software solution for an external client.
Objectives:	On completion of this subject students will be able: to analyse, design, implement and test a small real-world software system, apply software engineering processes and practices to the development of non-trivial projects and work with external stakeholders to develop software systems to meet their needs.
Assessment:	Projects will be assessed on a continuous basis, based on pre-specified project milestones. This will be followed by an assessment at the end of the semester. 25% of the assessment component will be team-based and 75% will be an individual assessment.
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of this subject students should:</p> <ul style="list-style-type: none"> # be able to undertake problem identification, formulation and solution; # be able to utilise a systems approach to design and operational performance; # be able to function effectively as an individual and in multi-disciplinary and multi-cultural teams, with the capacity to be a leader or manager as well as an effective team member; # be open to new ideas and unconventional critiques of received wisdom

	<ul style="list-style-type: none"># have a profound respect for truth and intellectual integrity, and for the ethics of scholarship; and# have a capacity for independent critical thought, rational inquiry and self-directed learning.
Notes:	This subject is available to Software Engineering students only, for whom it is mandatory.
Related Course(s):	Bachelor of Engineering (EngineeringManagement) Software Bachelor of Engineering (Software Engineering)